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# Hydra



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This fan-fiction article, **Hydra**, was written by [Witcher190](#) and [Adalwulf of Aedirn](#). Please do not edit this fiction without the writers' permission.

A **hydra** is a giant, multi-headed monster that could be classified within the group of draconids. It lives in aquatic areas, but a subspecies can also be found in swamps, especially those to the south of the continent.

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## Hydra



A witcher fighting a hydra

### Taxonomy

**Classification**

- Draconids
- False Draconids

**Subspecies**

- Hydra Dragon
- False Hydra
- Swamp Hydra

### Physiology

**Hide** Scaly, reptilian

**Eyes** Red

### Ecology

**Lifespan** Unknown, possibly indefinite

**Intelligence** Beast level

**Nature** Aggressive

**Range** Aquatic areas  
Swamps (one subspecies, in the south of the continent)

**Habitat** Aquatic areas

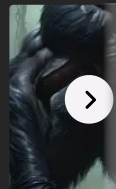
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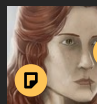
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## Physiology

The **hydra** is a draconid-like creature characterized by its multiple heads, which naturally grow more heads as they age and are capable of regenerating a head following its loss. It resides in aquatic areas and can also be found in swamps, particularly those to the south of the continent.

Similar to the Royal Wyvern, the hydra possesses venomous capabilities, being able to spew hallucinogenic poison fluid and delivering venomous bites. Its high capacity for regeneration throughout its body allows it to resist attacks from rivals and potentially become immune to certain assaults over time.

Myths surrounding the Hydra suggest that when it loses a head, two new ones grow back. However, this is false. In reality, as a last method of defense, the creature, as already mentioned expels a poison that induces hallucinations. These illusions cause the attacker to perceive double the number of heads, potentially confusing them and providing the hydra an opportunity to regenerate its heads while the attacker is distracted by non-existent ones or killing it.

The only effective means of eliminating the heads of the hydra is by using silver, the sole material capable of negating its supernatural regeneration capacity. Alternatively, magic can also be employed to eliminate the hydra's heads.

## Abilities

- **Poison Immunity:** As a result of being a highly venomous monster **Hydras** are immune to all forms of poisons, making them a deadly foe to Gorgons, which they are the mortal enemies of.
- **Poison Generation:** **Hydras** are capable of generate a specialized poison called 'Hydra's Venom'.
  - **Hallucinogenic Spit:** **Hydra's** poisonous spit causes it's targets to have hallucinations.
  - **Poison Breath:** The **Hydra** has the ability to generate from within itself poison and release it from the mouth.
  - **Venomous Claws:** The **Hydra's** claws contain natural venom in them.
  - **Venomous Fangs:** The **Hydra's** fangs contain natural venom in them.
  - **Venomous Tongue:** The **Hydra's** tongue contain natural venom on it.
- **Regenerative Cranium:** A **Hydra** is able to regenerate its heads.
- **Reptilian Physiology:** A **Hydra** being a type of reptile has abilities related to reptiles.

- **Claw Retraction:** **Hydras** possess sharp claws/talons on the ends of its feet.
- **Constriction:** **Hydras** are capable of using their long necks to squeeze/constrict a target.
- **Hibernation:** **Hydras** can enter an intensively dormant state for long periods of time for the purposes of conserving energy, safety reasons or healing.
- **Prehensile Neck:** **Hydras** possess a neck capable of manipulating objects.
- **Prehensile Tail:** **Hydras** have a tail that can be used as an extra limb.
- **Prehensile Tongue:** **Hydras** can use their tongues to grasp and manipulate objects.
- **Regenerative Healing Factor:** **Hydras** possess the ability to rapidly heal.

## Weaknesses

- Silver hampers the regenerative abilities a **Hydra** possesses.

## Behaviors

Despite its multiple heads, only one head houses the hydra's central brain. This head, coordinates the actions of the others. The other heads, though lacking independent thought, possess a primal predatory instinct. They react swiftly to threats, snapping and lashing with venomous fangs. This distributed awareness allows the hydra to react quickly in all directions.

Hydras are solitary creatures, fiercely territorial and aggressive towards anything that enters their domain. They are apex predators, utilizing a combination of venom, constriction, and their numerous heads to overwhelm prey. Their amphibious nature allows them to hunt both in the water and on land, making them a versatile threat. However, they usually prefer to hunt on water where they can found larger preys.

## Trivia

- **The Ravine of the Hydra** was so called, due to in the past to the abundance of these monsters in this place.
- **Hydra** is a creature from Greek mythology.

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